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1. A method for providing contextual information to a user of a windowsbased computer environment, said method comprising:

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opening a window having a user interface; and

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manipulating a context control feature of the user interface to determine a first context of the window corresponding to at least a first perspective of one or more perspectives for viewing and manipulating one or more objects, with each object of the one or more objects having one or more object capabilities within the window,

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wherein the first perspective presents a filtered view of at least one of the one or more object capabilities of the one or more objects corresponding to the first perspective.

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2. The method of claim 1, wherein the step of manipulating the context control feature is not performed and the first context of the window is set as a default by an application of the window.

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3. The method of claim 1, wherein manipulating the context control feature comprises changing a context tab of the user interface.

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comprises selecting a context identifier from a context list.

The method of claim 1, wherein manipulating the context control feature

The method of claim 1, wherein the first context of the window is a view

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of a set of objects.

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10. The method of claim 7, wherein the first context of the window is a view of a first set of objects and the second context of the window is a view of a second set of objects.

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11. The method of claim 1, further comprising:

the first perspective making available for viewing one or more object capabilities of the one or more objects corresponding to a second perspective.

12. The method of claim 11, wherein the at least one of the one or more object capabilities corresponding to the first perspective of the filtered view are more visible to a viewer of the user interface than are the one or more object capabilities corresponding to the second perspective.

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- 13. The method of claim 11, wherein the one or more object capabilities corresponding to the second perspective are hidden from view in the user interface of the first perspective unless a manipulation of the user interface of the first perspective is performed to display the one or more object capabilities corresponding to the second perspective.
- 14. A computer-readable medium having a computer program for filtering information to provide contextual information about a perspective of objects to a user of a windows-based computer environment, said computer program comprising:

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instructions for opening a window having a user interface; and

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instructions for manipulating a context control feature of the user interface to determine a first context of the window corresponding to at least a first perspective of one or more perspectives for viewing and manipulating one or more objects, with each object of the one or more objects having one or more object capabilities within the window,

wherein the first perspective presents a filtered view of at least one of the one or more object capabilities of the one or more objects corresponding to the first perspective.

15. The method of claim 14, wherein the instructions for manipulating the context control feature are performed by default by the computer program.

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16. The medium of claim 14, wherein instructions for manipulating the context control feature comprises instructions for changing a context tab of the user interface.

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17. The medium of claim 14, wherein manipulating the context control feature comprises instructions for selecting a context identifier from a context list.

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- 18. The medium of claim 14, wherein the first context of the window is a 2
- view of a set of objects.
- 19. The medium of claim 14, wherein the first context of the window is a set
- of tasks.

- The medium of claim 14, further comprising instructions for manipulating 20. 8
- the context control feature to determine a second context of the window
 - corresponding to a second perspective for viewing the one or more objects
 - within the window.

- 21. The medium of claim 20, wherein information shared by the first context
 - and the second context is maintained by the second context when the context
 - control feature is manipulated to determine the second context.

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- 22. The medium of claim 20, wherein the first context of the window 17
- corresponding to the first perspective is a first view of a set of objects and the 18
- second context of the window corresponding to the second perspective is a 19
- 20 second view of the set of objects.

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	2	view of a first set of objects and the second context of the window is a view					
	3	a sec	cond set of objects.				
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	5	24.	The method of claim 14, further comprising:				
	6		the first perspective making available for viewing one or more object				
	7	capa	bilities of the one or more objects corresponding to a second perspective.				
	8						
#10±11	9	25.	The method of claim 24, wherein the at least one of the one or more				
	10	objec	ct capabilities corresponding to the first perspective of the filtered view are				
	11	more	visible to a viewer of the user interface than are the one or more object				
	12	capa	bilities corresponding to the second perspective.				
st.	13						
The state of the s	14	26.	The method of claim 24, wherein the one or more object capabilities				
	15	corre	esponding to the second perspective are hidden from view in the user				
	16	interf	face of the first perspective unless a manipulation of the user interface of				
	17	the fi	rst perspective is performed to display the one or more object capabilities				
	18	corre	esponding to the second perspective.				
	19						
	20	27.	A user interface of a window that provides contextual information to a				
	21	user	of a windows-based computer environment, comprising:				
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The medium of claim 20, wherein the first context of the window is a

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a context control feature of the user interface that has one or more available contexts operable to present one or more corresponding perspectives within the window; and

a content pane;

wherein manipulating the context control feature of the user interface determines a context of the window from the one or more available contexts corresponding to at least a first perspective of the one or more perspectives for viewing and manipulating a plurality of objects, with each object of the plurality of objects having one or more object capabilities, that is illustrated in the content pane of the user interface of the window and

wherein the first perspective presents a filtered view of at least one of the one or more object capabilities of the one or more objects corresponding to the first perspective.

- 28. The user interface of claim 27, wherein the context is not determined by manipulating the context control feature of the user interface and the context is set as a default by an application of the window.
- 29. The user interface of claim 27, wherein the context control feature is a context list box that has the one or more available contexts in a context list.

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2	30	30. The user interface of claim 27, wherein the context control feature						
3	CO	context tab.						
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5	31	. The user interface of claim 27, wherein the user interface further						
6	CO	mprises a scoping pane that provides a plurality of views of the context.						
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8	32	. The user interface of claim 31, wherein the user interface further						
9	CO	mprises:						
110 111 112								
11		a menu bar; and						
<u>1</u> 12								
		one or more static toolbars,						
14 14								
13 14 14 15 15 15 15 15 15 15 15 15 15 15 15 15		wherein one or more menus of the menu bar, one or more toolbar						
16	bu	ttons of the one or more static toolbars, and the plurality of views of the						
17	SC	oping pane are defined by the context of the window.						
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19	33	. The user interface of claim 27, wherein the user interface further						
20	CO	mprises:						
21								
22		a menu bar; and						
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or in the interest of the Miller of the Mil

one or more static toolbars,

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wherein one or more menus of the menu bar and one or more toolbar buttons of the one or more static toolbars are defined by the context of the window.

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34. The user interface of claim 27, wherein the context of the window is a view of a set of objects.

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35. The user interface of claim 27, wherein the context of the window is a set of tasks.

The user interface of claim 27, wherein the context control feature is 36. manipulated to determine a subsequent context that is different from the context, wherein the subsequent context corresponds to a subsequent perspective of the plurality of perspectives that is different from the perspective to which the context corresponds.

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37. The user interface of claim 36, wherein information shared by the context and the subsequent context is maintained by the subsequent context when the context control feature is manipulated to determine the subsequent context.

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The user interface of claim 36, wherein the perspective to which the 38. context of the window corresponds is a view of a set of objects and the subsequent perspective to which the subsequent context of the window corresponds is a subsequent view of the set of objects.

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39. The user interface of claim 36, wherein the context of the window is a view of a first set of objects and the subsequent context of the window is a view of a second set of objects.

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40. The user interface of claim 36, wherein the user interface further comprises:

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a menu bar; and

one or more static toolbars,

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wherein when the context control feature is manipulated to determine the subsequent context one or more menus of the menu bar and one or more toolbar buttons of the one or more static toolbars are defined by the subsequent context of the window.

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The user interface of claim 27, further comprising: 41.

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the first perspective making available for viewing one or more object capabilities of the one or more objects corresponding to a second perspective.

- 42. The user interface of claim 41, wherein the at least one of the one or more object capabilities corresponding to the first perspective of the filtered view are more visible to a viewer of the user interface than are the one or more object capabilities corresponding to the second perspective.
- 43. The method of claim 41, wherein the one or more object capabilities corresponding to the second perspective are hidden from view in the user interface of the first perspective unless a manipulation of the user interface of the first perspective is performed to display the one or more object capabilities corresponding to the second perspective.

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